



## CHAPTER ONE

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PART ONE

Does anybody remember 1992? Can I reminisce?

1992 was the year seven arrists formed the company responsible for the comic you're holding in your hands right now. It started with Youngblood #1, the highest selling independent comic of all time when it was released that Spring, and exploded into a full-on revolution, launching Spaten, Statigue Pragon, Wilded.A.T.S., Cyberfores, Shadouthawand Witworks in quick succession. There had never been a comics company like Image before — a company formed by and for comic book creators — and no matter what happened next, 1992 was Image's year.

Let's go back a bit further, though, if you don't mind...

I met Jim Valentino in the summer of 1991. Jim was working on Guardians of the Galaxy at the time, and I was just trying to break into comics. I was supposed to interview Jim for a fledgling comics magazine called Wizard and over the course of our conversation that day, at a small regional comics show somewhere in the middle of Southern California, we hit it off. We kept in touch after that, getting together for lunch every so often and talking about what was going on in comics at the time.

One afternoon, probably in October or November of that year, Jim called me up and said he wanted to tell me about something, but that I had to promise I wouldn't repeat a word of what I was about to hear, Jim sounded frenetic and I couldn't tell if he was upset or excited, but after I swore to silence, he topoped a bombshell on me: he, Erik Larsen, Jim Lee, Rob Liefeld, Todd McFarlane, Whilee

Portacio and Marc Silvestri were starting an allnew comics company.

I was stunned, to say the least,

Todd McFarlane and Erik Larsen had both just finished runs of Amazing Spidner-Man and its record-breaking spin-off title, Spider-Man. Jim Lee and Whilce Portacio were drawing X-Men and Uncamp. X-Men. Rob Liefeld had just launched X-Force out of New Matants, and Marc Silvestri, after a long run on Uncamp X-Men, was the artist on Wilotzen. Along with Jim on the aforementioned Guardians of the Galaxy, these were the most popular artists in comiscs. And they were striking out on their own, to create a new universe of characters they would have complete control over.

Over the days and weeks that followed, Jim told me more about this new venture, which was now being referred to as "Image Comics." I learned about all the characters bit by bit, hearing about virtually every character that appeared in the first year's worth of Image Comics in completely out-of-context sound bites. Spawn had an energy counter. Youngblood were celebrity superheroes. Shadow-Hawk broke his foes' spines. Dragon was a one-man police force. It went on and on, and with each new detail, my mind reded as it considered the possibilities of a superhero universe created and controlled by comics' top artists...

Fast forward to Free Comic Book Day 2008.

I6 years after the formation of Image, Atomic Comics owner Mike Malve invited all the Image Founders to sign at his shop in Phoenix, Arizona. Apart from a panel at San Diego Comie-Con in 2007, this was the first time all the founders had been together in years, and it was one of the biggest events Malve had ever hosted at one of his stores.



The night before the signing, Todd and Wanda McFarlane had the whole crew over to their house for dinner, and it was the first time all seven Image founders had really sat down together and talked in well over a decade. By all accounts, a splendid time was had by all, a genuine sense of camaraderie coursing through the room. Everyone left energized about the signing and optimistic about the future. The wheels had started turning...

The very next morning, in the lead-up to the signing, then-Publisher Erik Larsen called with an idea he wanted to run past me: "What if we did an Image crossover featuring all the Image characters—Spawn, Savage Dragon, Youngblood, ShadowHox, CyberForce, Witchblade, you name it – and instead of getting one person to draw it, all the various characters would be drawn by their creators?"

I'm not going to lie: It sounded crazy.

What's more, it sounded like a crazy amount of work. Just from a logistical standpoint alone, it seemed absolutely insane. One artist would have to lay everything out, then the pages would be scattered to the four winds as everybody made their contributions to the finished art. Just thinking about all the packages going back and forth, it sounded like something out of a FedEx advertisement.

Eitk's no stranger to harebrained schemes like this, though. Inspired by the now-legendary teamup between comics legends Jack Kirby and Wally Wood on Fantastic Four #39, wherein Daredevil artist Wally Wood handled the Daredevil figures and King Kirby drew the FF, Erik had joined and King Kirby drew the FF, Erik had joined Driegon to: Megaton Man, creating from scratch a story featured art and dialogue by both creators. Even more madeap and extreme than Kirby and Wood's original experiment, it proved (at least in

Erik's mind) that it was possible to do a crossover project of the scale he had envisioned out there in the blazing Arizona heat.

It didn't take long for me to be convinced. As Erik rattled off the pros and cons of such an ambitious project, I was immediately transported back to those early conversations with Jim Valentino and how excited I was by the prospect of a whole universe of creator-owned characters. It was an idea that, despite a number of guest appearances in various comics and a handful of Image crossovers by several fine writers and artists, had never quite reached its full potential. To actually bind the Image Universe together as originally intended, with the direct involvement of (nearly) all the Founders seemed like an admirable goal. And logistical concerns notwithstanding, it sounded like a lot of fun, to boot.

At the FCBD signing, Erik talked to the other guys. Surprisingly (or maybe nor so surprisingly, considering the initial risk they'd all taken when they first formed Image), everyone was on board, By the end of the day, the tentative plans for Image United were hatched, with an eye toward getting the project out by the end of 2009. Everyone knew it was going to be difficult, but coming out of Free Comic Book Day, there was a sense of boundless enthusiasm: This project was going to be something truly special.

Now, we just needed to get someone to write this magnum opus in the making...

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Eric Stephenson











## IMAGE UNITED

ROBERT KIRKMAN
ROB LIEFELD
JIM VALENTINO
TODD McFARLANE
ERIK LARSEN
WHILCE PORTACIO
MARC SILVESTRI

## DECEMBER





